

# The Challenges (and Promise!) of Multiplatform Production

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Director, Games Monetization Unity Technologies











#### **Tiny Zoo Friends**

By TinyCo, Inc.

Open iTunes to buy and download apps.



#### View In iTunes

This app is designed for both iPhone and iPad

#### Free

Category: Games
Updated: Aug 28, 2012
Version: 2.4
Size: 27.2 MB
Languages: English, German
Seller: TinyCo, Inc.
© 2012 TinyCo
Rated 4+

Requirements: Compatible with iPhone, iPod touch, and iPad. Requires iOS 3.2 or later

#### **Customer Ratings**

Current Version:

★★★ 932 Ratings

All Versions:

★★★★ 50930 Ratings

#### Description

Build the BEST zoo and raise ADORABLE animals in Tiny Zoo Friends! Come back everyday to discover EXCITING new animal friends!

Tiny Zoo Friends Support >

....More

View More By This Developer

#### What's New in Version 2.4

Check out the brand new COLLECT ALL feature! High level players can now unlock the ability to collect from ALL of their animals at ONCE!

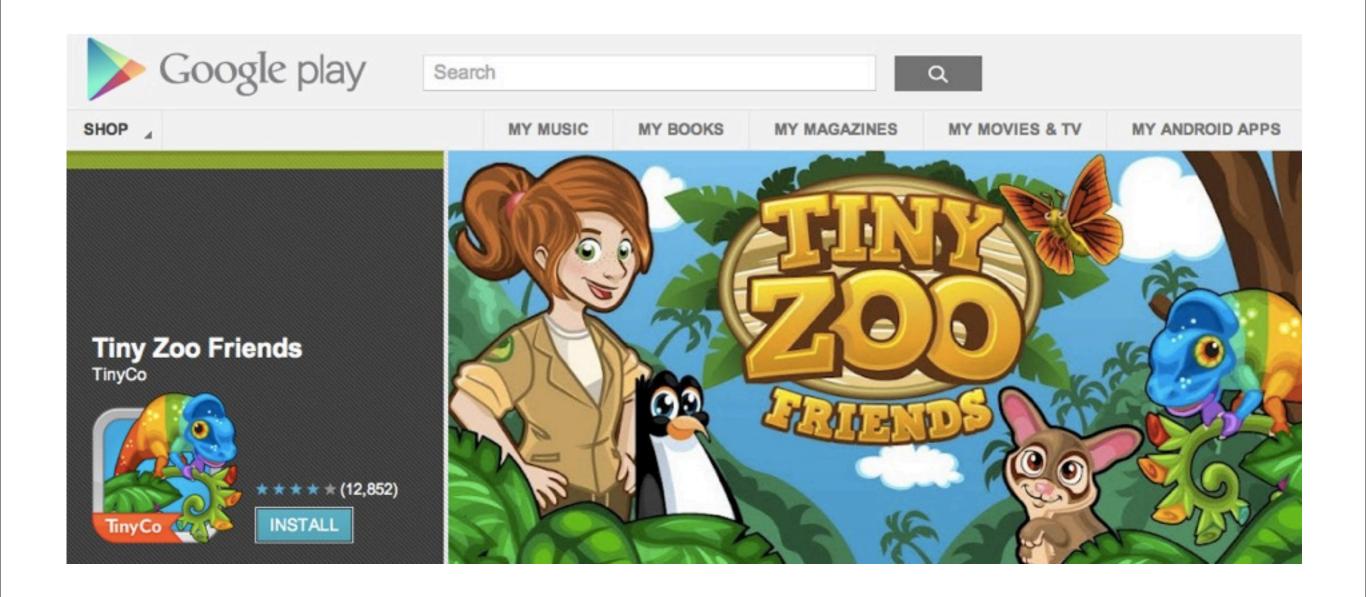
...More

iPhone | iPad

#### Screenshots



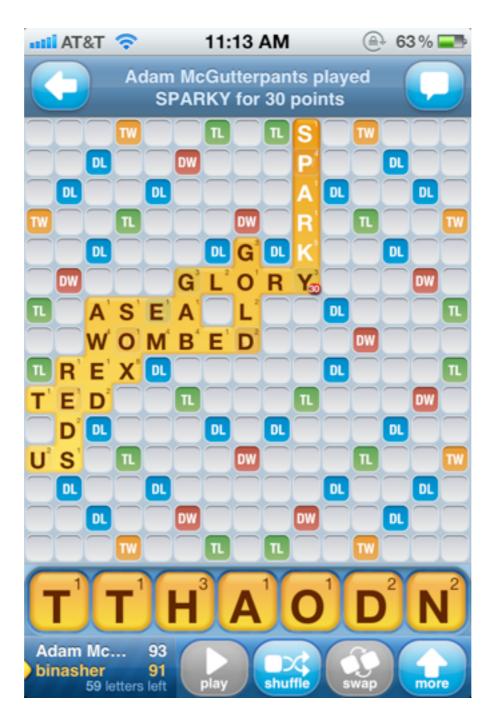




A game is cross platform when (near) identical versions are published across distinct platforms.

A multiplatform game is a crossplatform game implemented with server side components that preserve game states, allowing multiple clients to access saved game states.

































Game Design

- Game Design
- Pricing

- Game Design
- Pricing
- Authoring

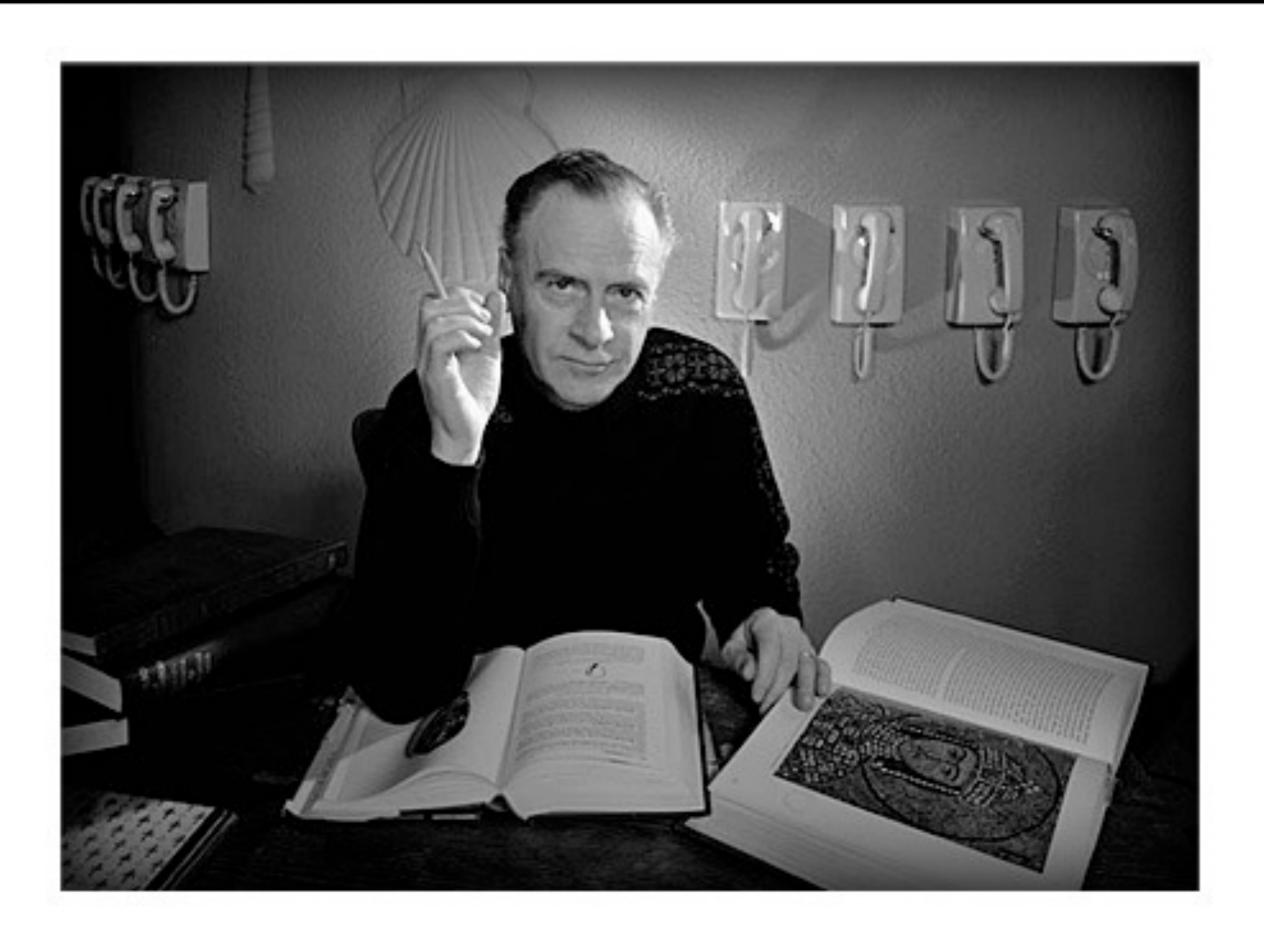
- Game Design
- Pricing
- Authoring
- Third Party and Platform tech

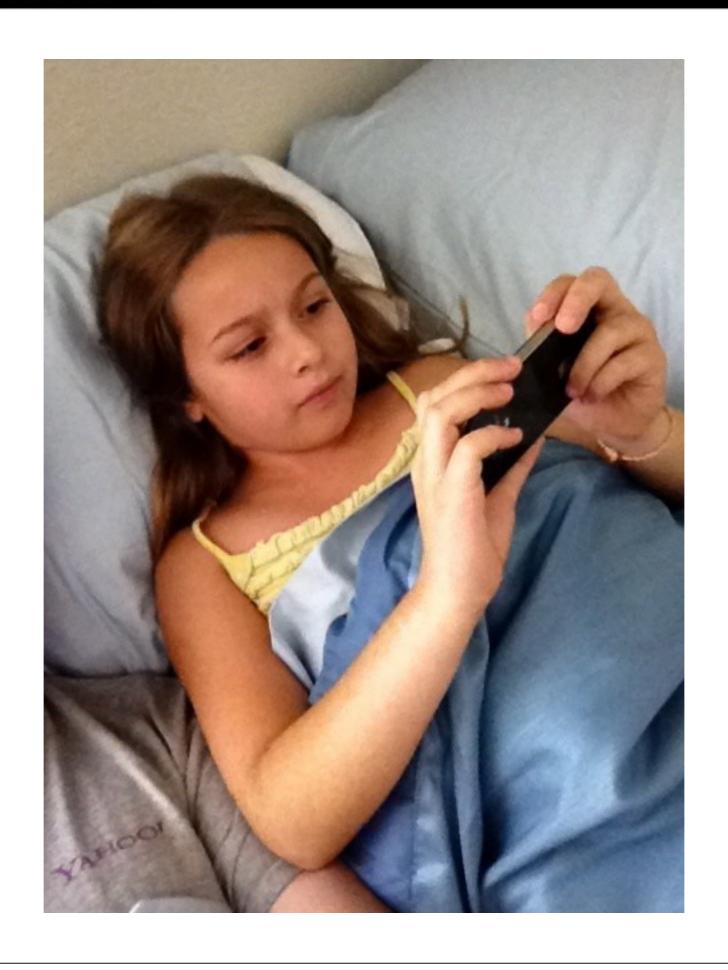
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- The Promise

















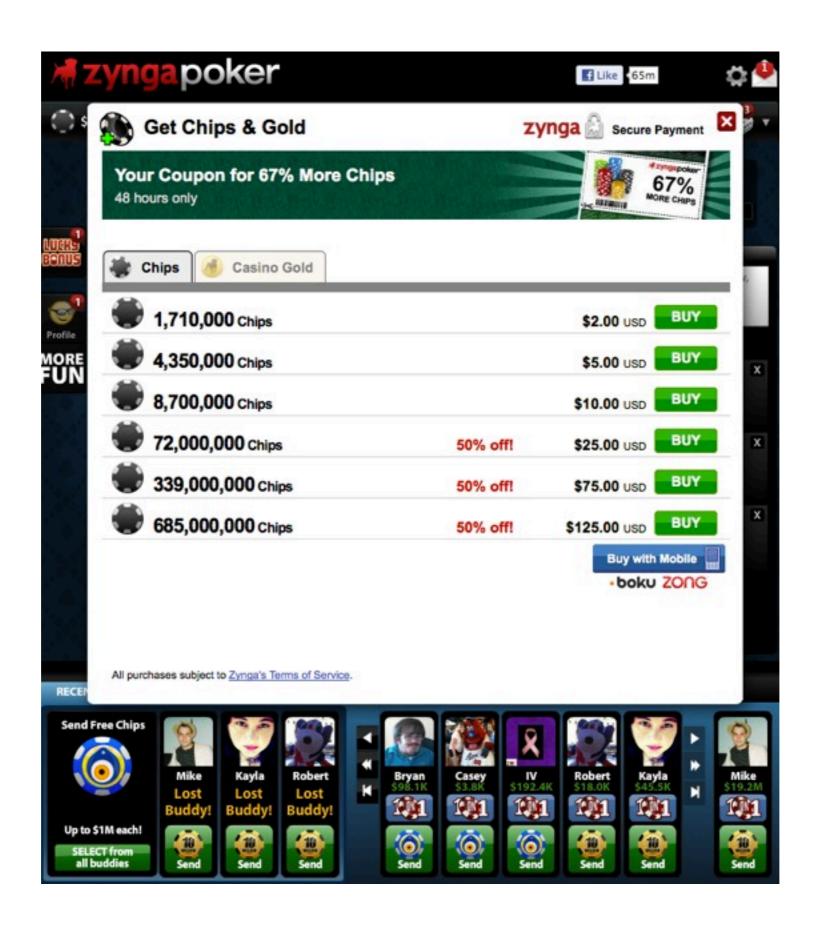


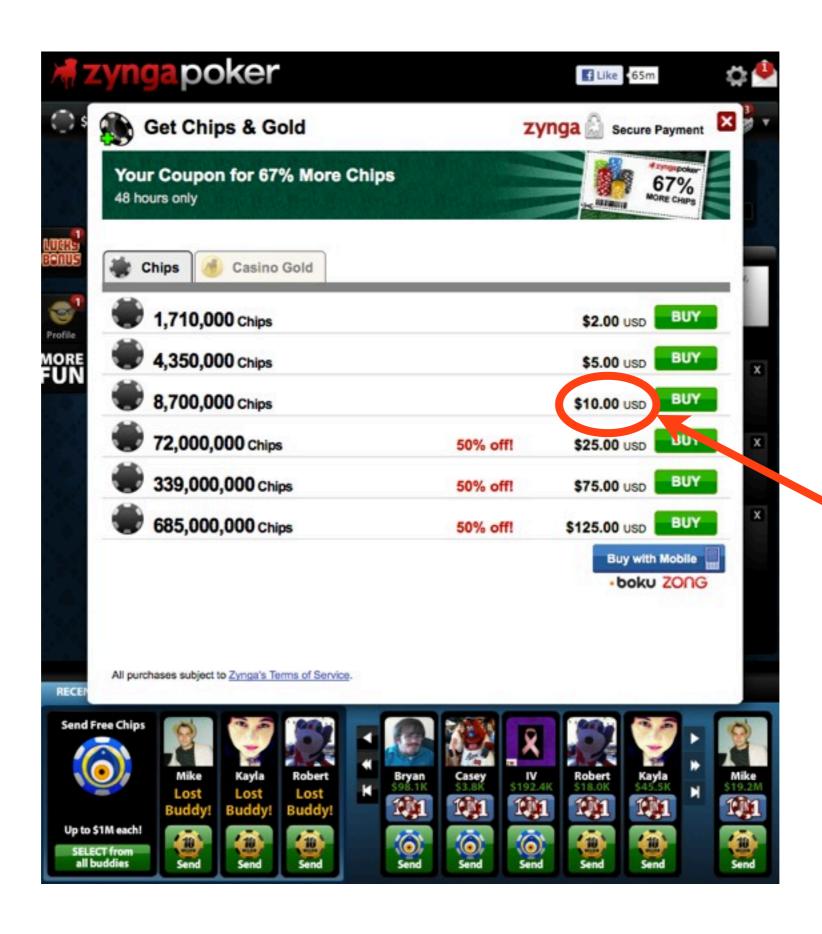


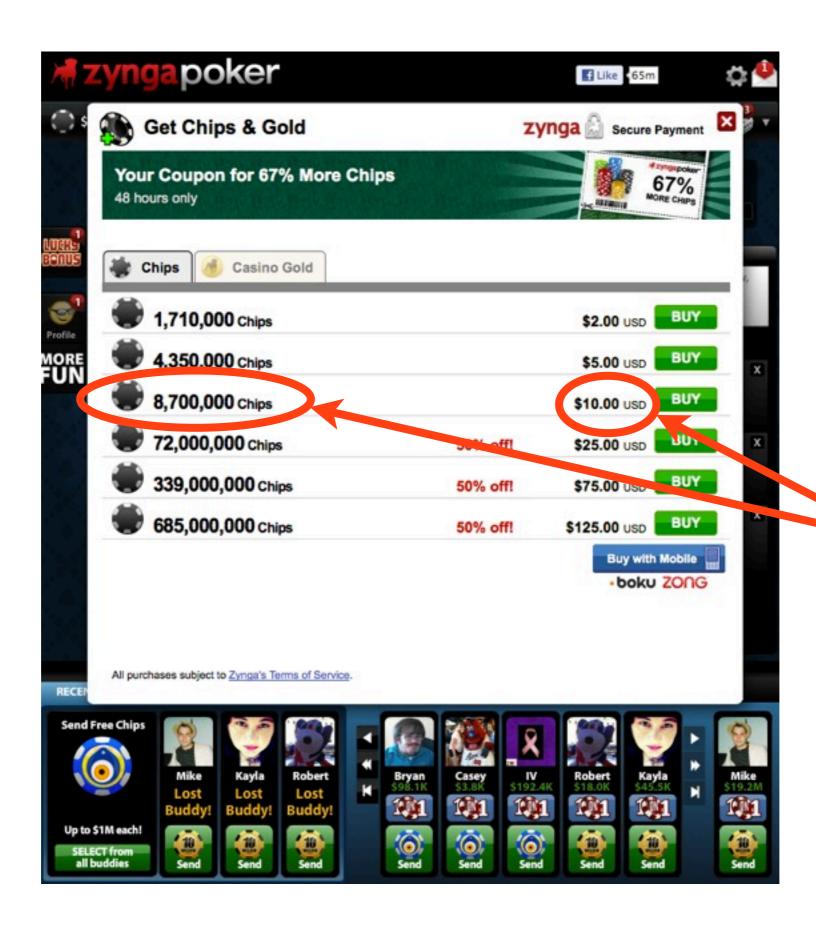


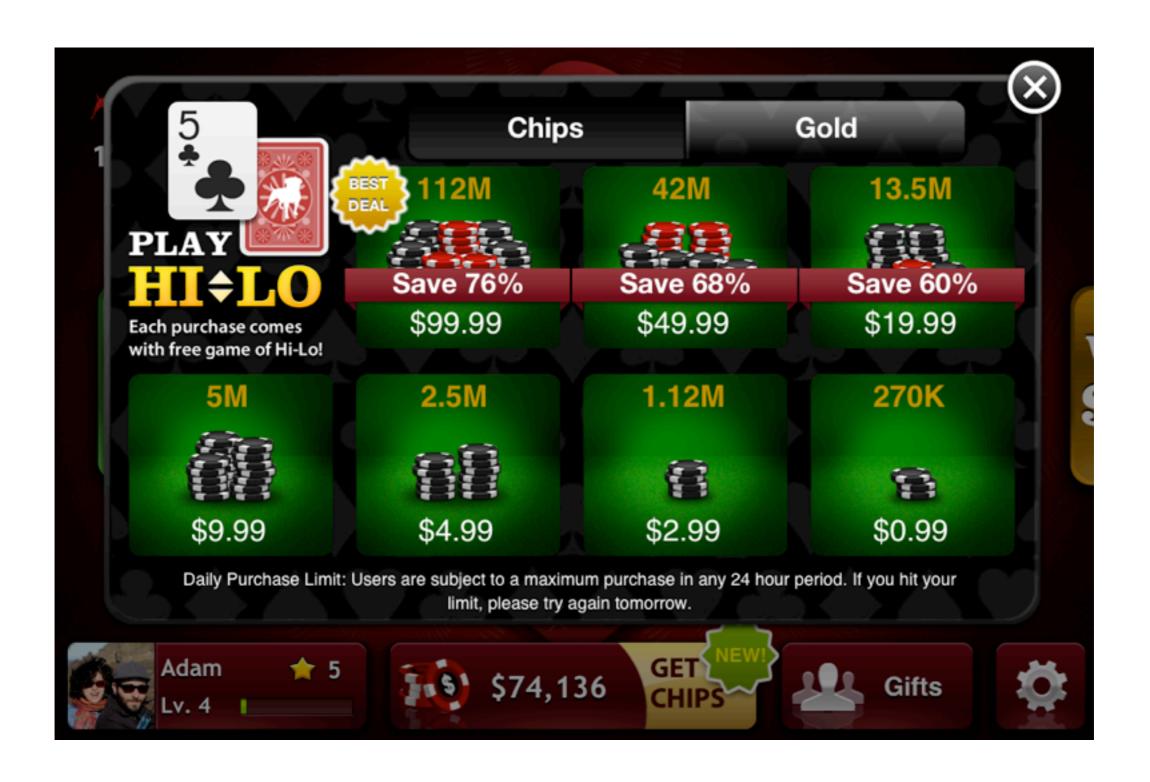


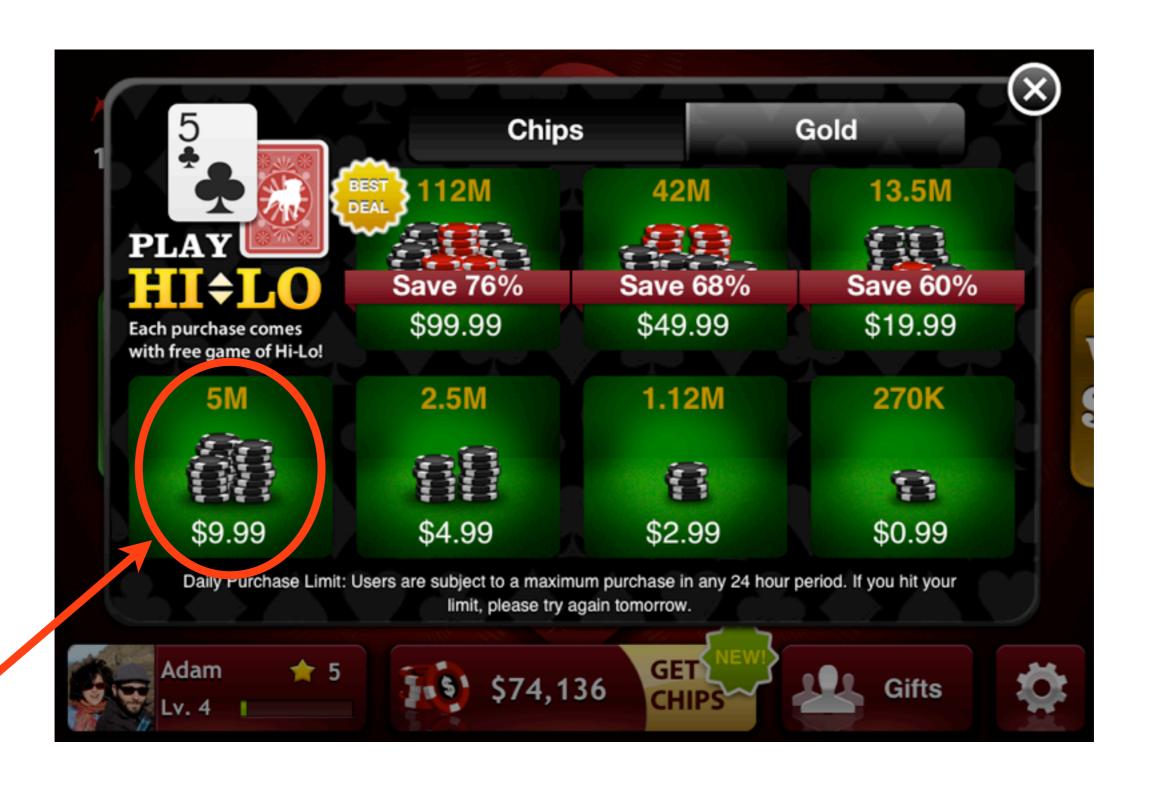














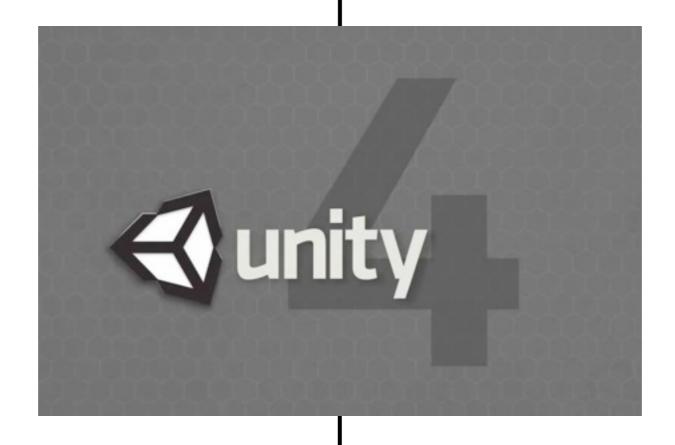














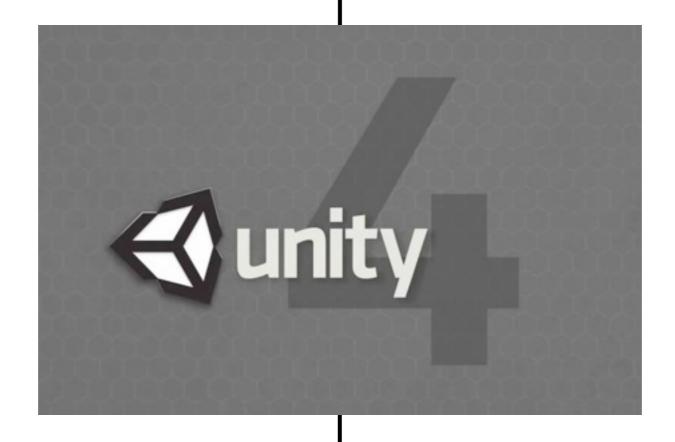














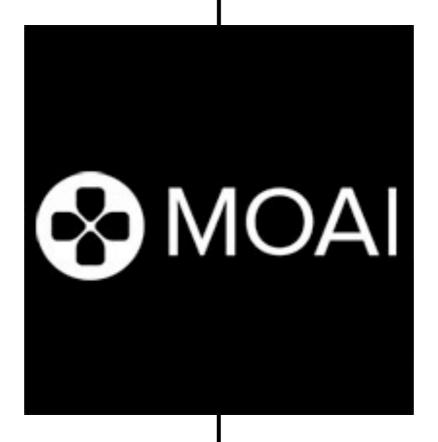














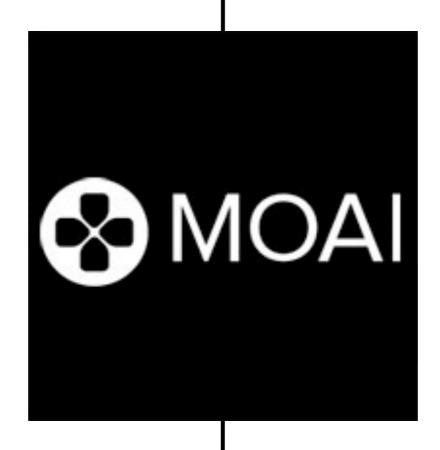


















































































































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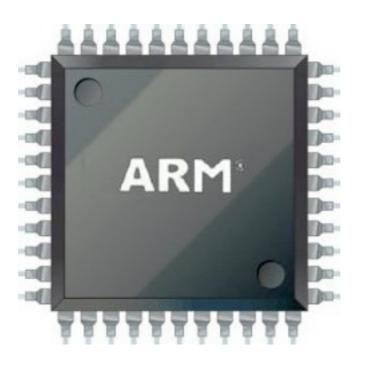








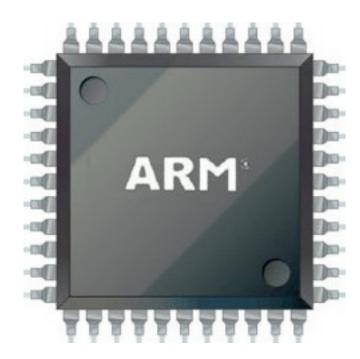










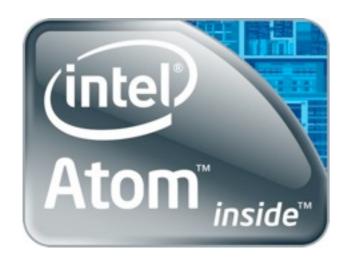








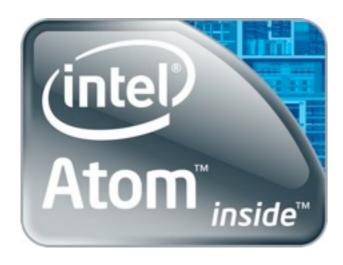
























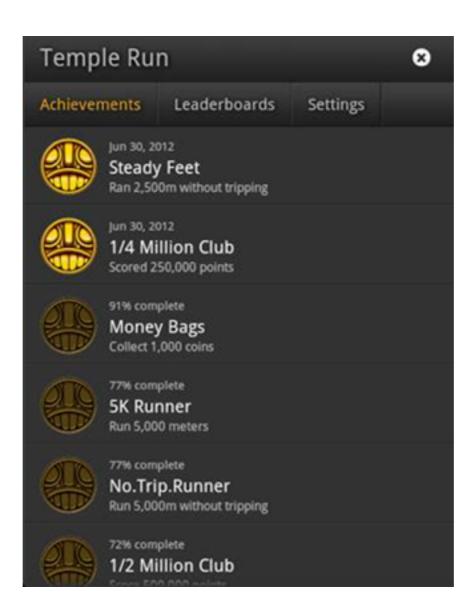






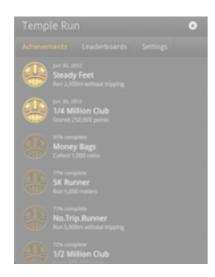


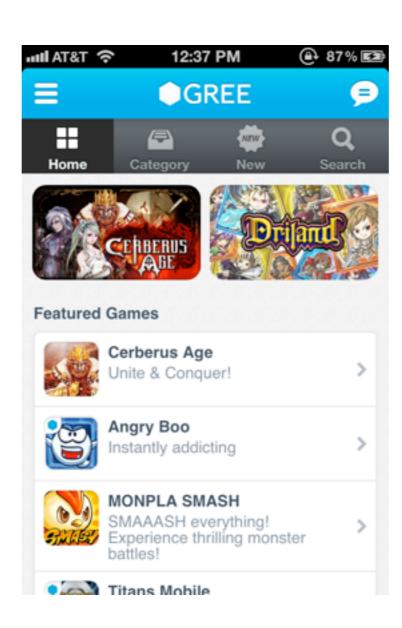






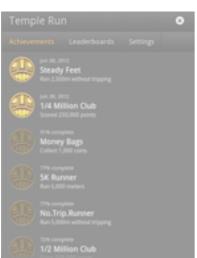


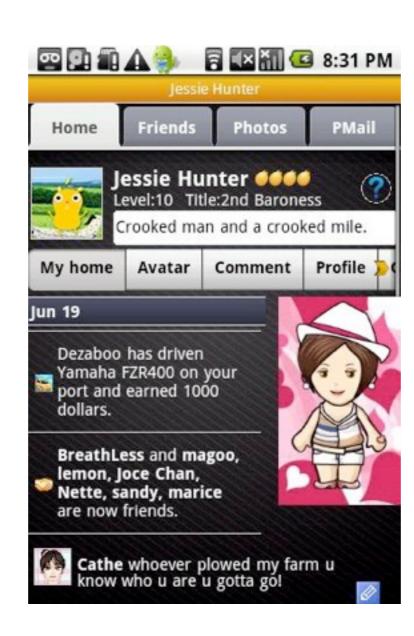




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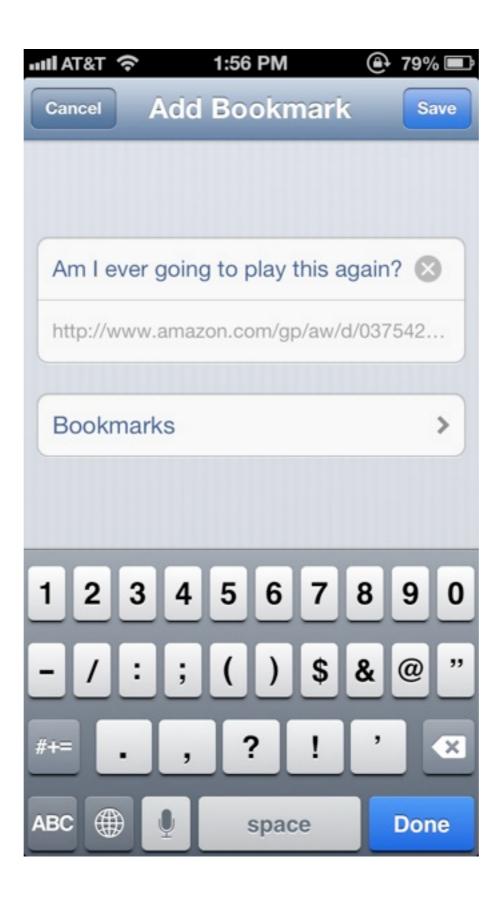


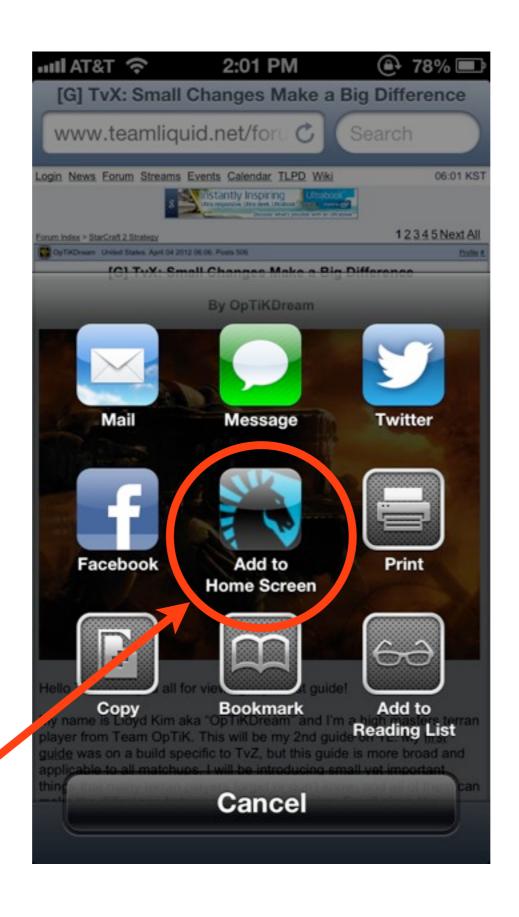


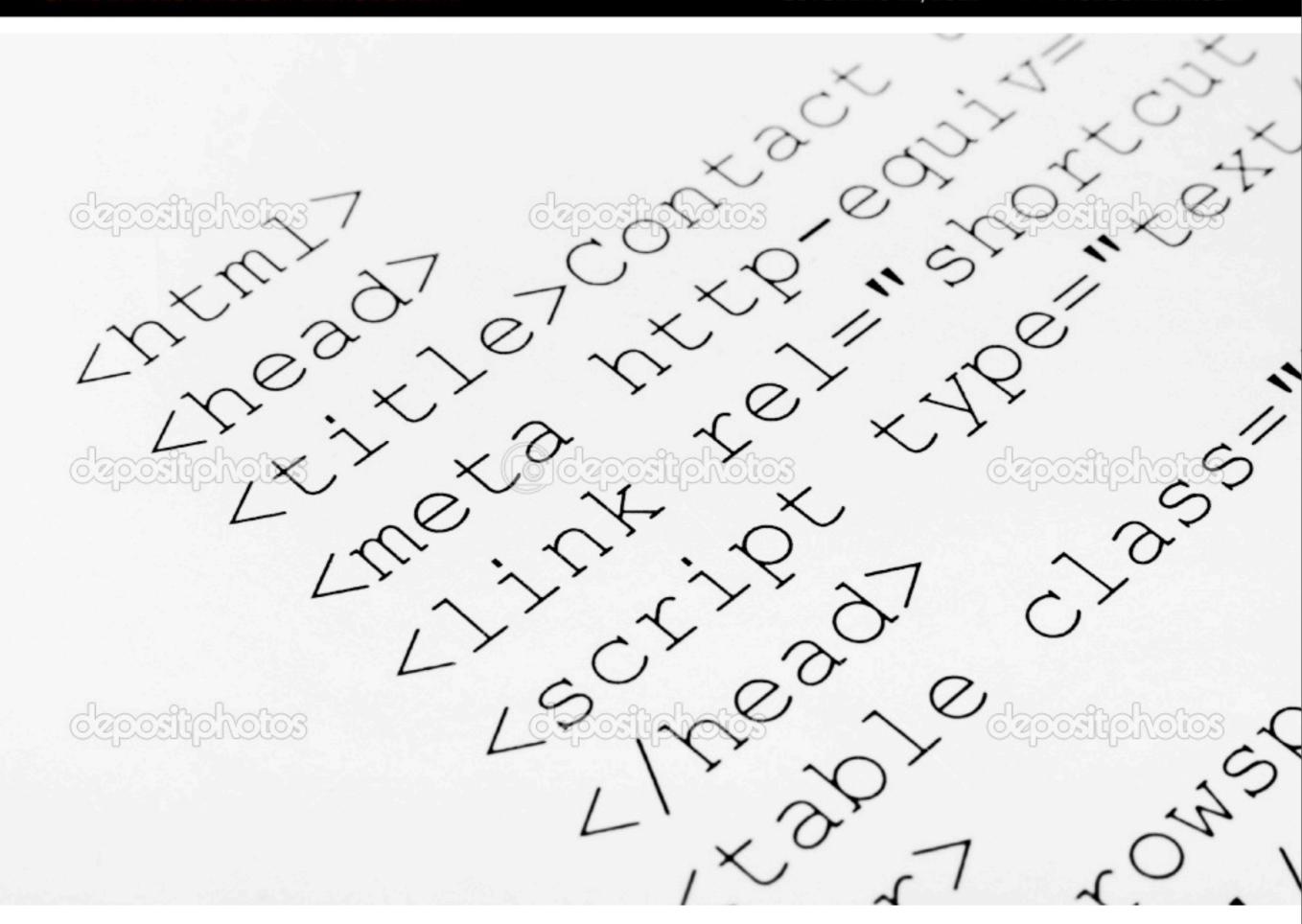
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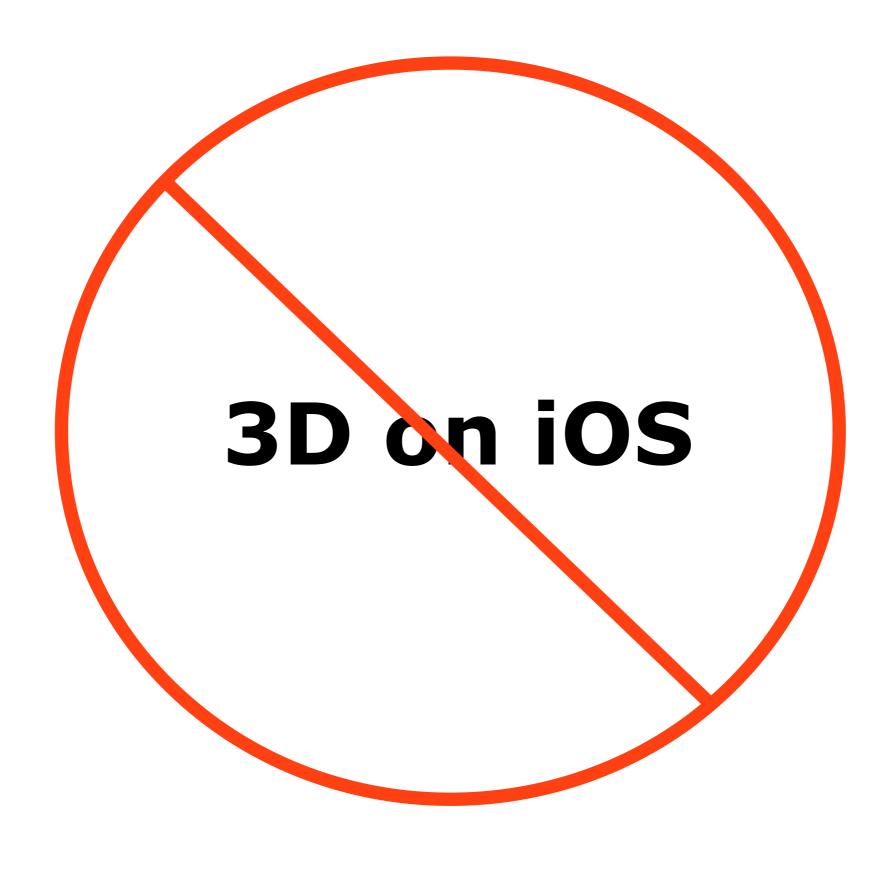












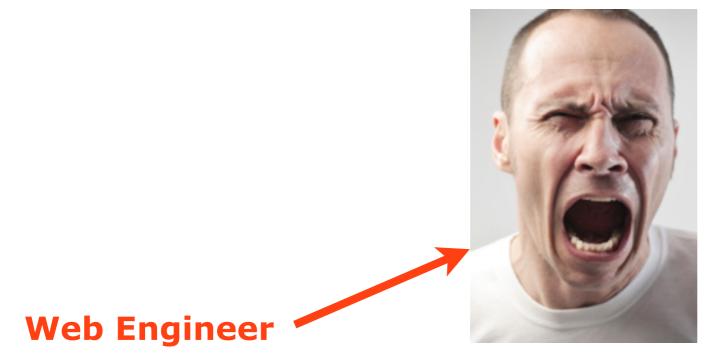




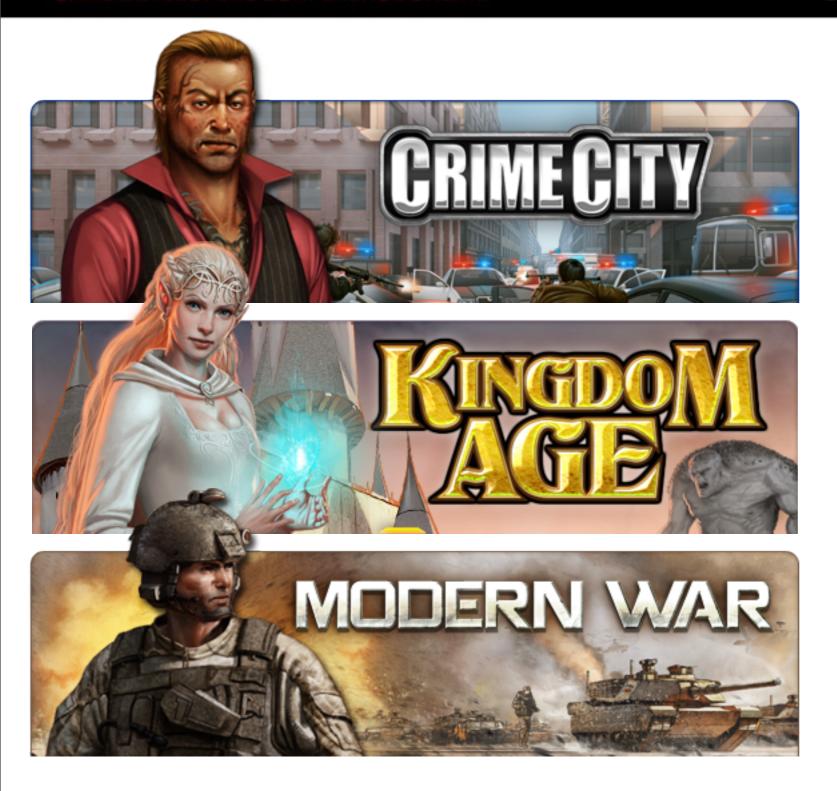


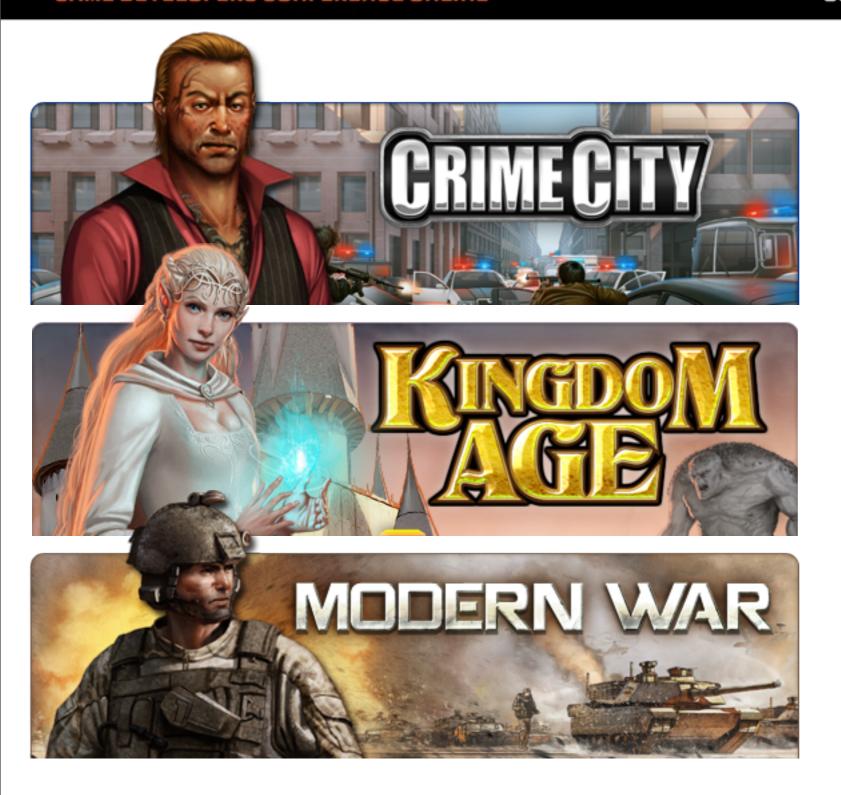












"Sending our Facebook traffic to mobile won't give the lift that we are looking for. The mobile game has to stand alone. The scale comes from sharing the assets and the IP across games." - Anil Dharni, Funzio cofounder





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## Thanks!

- Fill out your evaluations! Please!!
- Check out Unity at Unity3D.com
- Follow me on Twitter: @adamgutterman
- Q&A